

Nintendo ENTERTAINMENT SYSTEM



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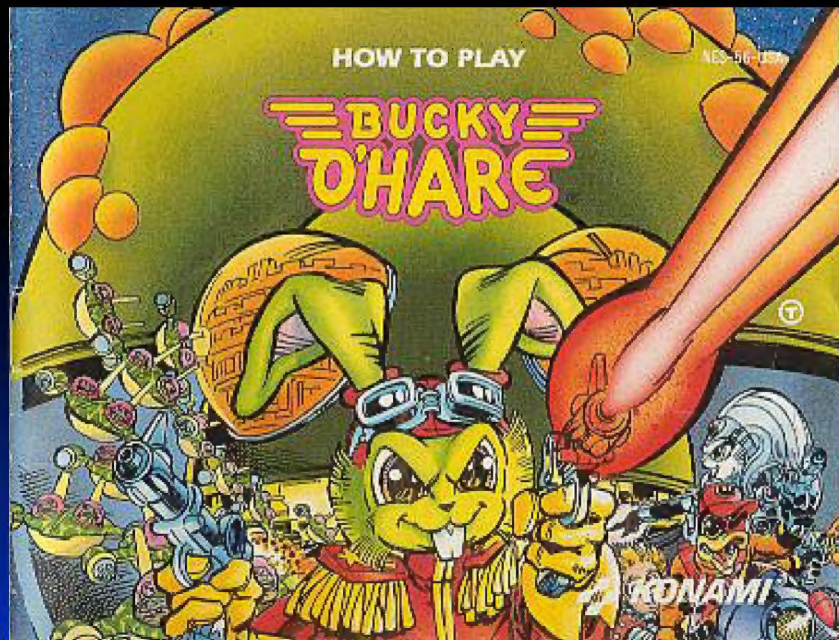
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Konami, Inc. 900 Deerfield Parkway Buffalo Grove, IL 60089-4510
Game Counselor Line: (708) 215-5111

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ADVISORY - READ BEFORE USING YOUR NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. Those persons may experience seizures while watching some kinds of television programs or playing certain video games. Players who have not had any previous seizures may nevertheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV.

Do not use a front or rear projection television with your Nintendo Entertainment System® (NES) and NES games. Your projection television screen may be permanently damaged if video games with still image scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This caution is not caused by a defect in the NES or NES games; other model or television makes may cause similar damage to a projection television. Please consult your TV manufacturer for further information.

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WELCOME TO THE WORLD OF KONAMI!

Congratulations! You are now a proud owner of Bucky O'Hare[®] for the Nintendo Entertainment System[®]. We suggest that you read the following instructions thoroughly before jumping feet first into this adventure.

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ONE HARE-RAISING ADVENTURE

In the darkest part of the Aniverse, K.O.M.P.L.E.X., the robotic master of all toads, gave the Toad Air Marshall orders to kidnap as many of the crew members of the Righteous Indignation as they could, and toss them into toad prisons throughout the Toad Empire, as part of an overall plan to destroy Captain Bucky O'Hare.

Dead Eye Duck, Jenny the Aldeberan Cat, A.F.C. Blinky, and Earth Boy Willy DuWitt were captured by the toads. Only Bucky O'Hare escaped by a whisker. Now he must scour the Aniverse to rescue his comrades from the toad menace who has imprisoned them. Bucky knows full well that unless he acts fast, all the wart remover in Sector 37 won't save his crew. Then, and only then, can Bucky get back to his mission of infiltrating the Toad Magma Tanker and destroy it once and for all.

So Buck up. Load up your meser pistols and let's croak some toads!



HOW TO AVOID TOAD'L DISASTER.

Your mission is to assume the role of Bucky O'Hare, search the four toad infested planets to find and rescue your shipmates from the hopping mad Toad Air Marshall, destroy the Magma Tanker and escape with your fur intact.

Once you've rescued a comrade, you'll move to the next planet, until all four shipmates are back in the fold. After rescuing a shipmate you can become that character at any time during the rest of the game. This is key to winning, as some stages cannot be completed without certain characters' unique abilities.

After rescuing Dead-Eye Duck, Jenny, Blinky, and Willy you will continue through four more stages in your quest to destroy the Toads and their Magma Tanker. At the end of each stage you'll come face to face with a boss Toad menace; conquering him [it] will take special skill and agility. Remember, one character's patented moves may be more effective than another's in each stage, so choose your characters carefully.



HIPPITY HOPPITY HINTS

Power-ups, life restorers, 1-ups and point bonuses abound throughout your mission. Many are hidden, so you'll have to blast away at innocent looking objects to uncover them. These items are absolutely essential to keep your mission moving forward. Collect as many as you can!

You'll start out with three lives. You'll lose a life when one of three things happen, your life gauge reaches zero, you fall into a trap, or you fall off a cliff, into the sea, or into magma. When you've lost three lives the Game Over screen appears. Choose either CONTINUE, END, or STAGE SELECT with the CONTROL PAD, then press the START BUTTON.

When you select CONTINUE, you start from the beginning of the scene in the stage in which the game ended. There is no limit to the number of times you can CONTINUE. When you select END, you return to the title screen and start over.

When you choose STAGE SELECT, you go to the Stage Select screen. You may choose any stage (planet) that you have not cleared. Once you clear Stage 5, STAGE SELECT is no longer an option.

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LET THE GAME BEGIN.

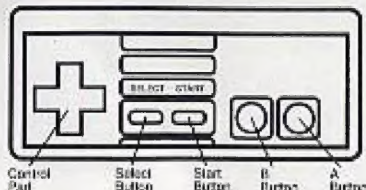
Insert your Game Pak into the NES and turn it on. Press the START BUTTON. Choose either GAME START or PASSWORD by pressing the SELECT BUTTON. Once you've made your choice, hit START. Press the A BUTTON to advance the text. When the Stage Select screen appears, choose one of the four planets by pressing the SELECT BUTTON. Press the START BUTTON to begin.



Once you've cleared the stage (planet) that you've selected, a password appears. Press the START BUTTON to return to the Stage Select screen. Select a new planet. You must clear each planet in order to move to the 5th, 6th, 7th and 8th stages.

If you select PASSWORD, press the START BUTTON. Spaces for your password will appear. Press the CONTROL PAD Up or Down to locate the correct letters. Press the CONTROL PAD Left or Right to move to the next space. After you finish entering the password, press the A BUTTON. If you have not cleared the first four stages (planets), the Stage Select screen will appear. If you have already cleared the four planets, you will go to the stage following the one you last completed. (If you use the PASSWORD to continue the game, your power-up functions are preserved.)

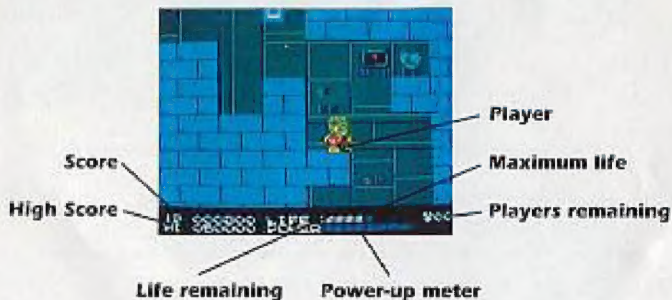
HOW TO MAINTAIN "SELF CONTROL"



- START BUTTON** Press to begin and pause game.
- SELECT BUTTON** Press to change Player. (You can change at any time. You cannot change to a crew member that has not yet been rescued.)
- CONTROL PAD** Press to move Player - see pages 14-15 for details. (On slippery surfaces such as ice, stop the player by pressing Down.)
- A BUTTON** Press to jump.
- B BUTTON** Press to shoot. Also, hold down, then release, to access a crew member's unique ability. (See pages 14-15 for details on using them.)

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THE GAME SCREEN, WARTS AND ALL



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MORE POWER TO YOU



1 Up

Win one extra
player.



Bonus

Receive 1,000 points.



Life

Maximum health.
Absorb all attacks
without a hit.



Power-Up

Super powers up (up
to three times) your
character.

Power-ups enable:
Bigger & better jump height.
Invulnerability to all enemies and obstacles.
Shield Eye: Back to enemy to swallow longer.
Blinker: Invisible.
Wile's: Improved to massive.

MAXIMIZING THE POWER-UP METER

You can only increase the power of a character's special ability by grabbing Power-Ups. To engage the character's special ability, hold down the B BUTTON and release it when you're ready to fire. The longer you hold down the B BUTTON, the more powerful the effect.

THE TOAD TERRITORIES



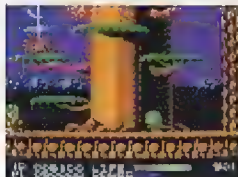
The Red Planet

The spewing volcanoes, lava pits and fire new
test keep you hopping. So get the moving, too!
(apart from the 100,000,000)

The Blue Planet

Airless wasteland of slick, icebergs.
Toad to the victory, and the possible
Kubrick is



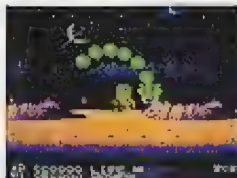


The Green Planet

All eco-geographical concepts are taken into the fully colorful, whimsical, alien and futuristic world. Make your way through the planet across their beautiful, green and plant-like world. A potential world with lots of things.

The Yellow Planet

The focus has been on the Yellow Planet with plenty of alien creatures and other alien life. Outside, you'll have to ride through the planet's outer shell, at a very high speed, and you'll



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INSIDE THE MAGMA TANKER

Once you've rescued your nightmarish fellow toad fighters, you have to survive the perils inside the Toad Magma Tanker. Enter countless chambers and maneuver past electric beams, marmoset-dung plants, anti-gravity fields, giant insects and much more. Ultimately you must destroy the Magma Tanker or the Arce will forever be under Toad's control!



THE RIGHTEOUS BROTHERS AND SISTER



Bucky O'Hare

Captain of the spacehip Aphrodite and commander of the Space Belt, Right, and Jo with his assistant. Controls are: Left, when jumping to BUTTON by pressing the CONTROL PAD Down and then the B BUTTON. Hold down the B BUTTON, then press it twice. Bucky jumps as the most



Jenny - the Alderberan Cat

Second in command. Send her right to the flying by holding down the B BUTTON. Direct its flight with the CONTROL PAD.



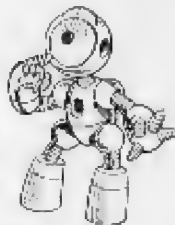
Willy DuWitt

The ship's engineer. His weapon is a sword designed to destroy all enemies present with a single stroke. About 1000 points for hitting down the B-BUTTON enables him to destroy even the strongest enemies.



Dead-Eye Duck

The ship's quarry officer. His duck with his 3-way pose gun. Power from holding down the B-BUTTON enables him to climb to wish.



AFC Blinky

Android robot eyes. His beam can destroy walls and ice. Power from holding down the B-BUTTON allows him to go on short periods of time.

THE TOAD'L ENEMY



Storm Toad Trooper

The Toad universe's toad soldier, just jumping on the chance to bag a bounty.

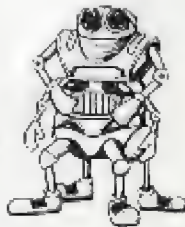


Storm Toad Jet Trooper

Toad taking orders in the toad army. He's equipped with jet packs. He's toad, he's toad, he's toad.

Triborg

Imagined by a Toad, a Toad in a Toad suit, a Toad in a Toad suit, a Toad in a Toad suit.





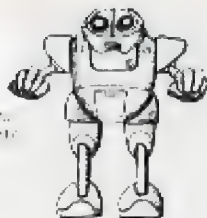
Double Trouble

Small, high-speed troublemakers, both ones teaming with two troopers.



Crater Centipede

This is the most formidable of the tiny, deadly enemies.



Guardroid

Frog-shaped armor, known to the friends as the "Water Frodo" and our best.



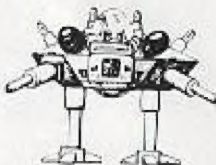
Robosnake

The highest stage snake robot is just crawling with joints. Get near its head and you're in for a real shock.



Toad Magma Tanker

One mother of a ship, its shadow alone can throw a whole planet into Toad! darkness.

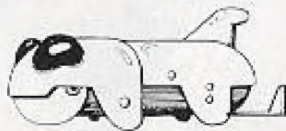


Toad Battle Cruiser

The Toad! battleship, it's filled with Double Troubles. And that's what they'll give you.

Toad Gyro

Small, long-distance bomber puts a new spin on air warfare.



COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: *How to Identify and Resolve Radio-TV Interference Problems*. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

TREAT YOUR KONAMI GAME PAK CAREFULLY

- This KONAMI Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes in temperature. Never attempt to open or dismantle the cassette.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the cassette or removing it from the NES Control Deck.

NOTES
